

What Is Claimed Is:

1 *Sub* 1. A game system which enables a player to play
2 a game for evaluating accuracy of operation performed
3 when the player has operated an actual performance
4 operation instrument in accordance with an operation
5 instruction given for a display image of performance
6 operation instrument appearing on a game display screen,
7 the game system comprising:

8 a mark-up processing device which marks up an
9 improvised musical operation which is played with a
10 degree of freedom of performance by the player through
11 use of the actual performance operation instrument
12 in accordance with a performance operation instruction. *6/1/71*

1 *Sub* 2. The game system of claim 1, wherein the mark-up
2 processing device marks up the improvised musical
3 performance on the basis of a progression of musical
4 chords of the improvised musical performance of the
5 player.

1 *Sub* 3. The game system of claim 2, wherein the mark-up
2 processing device effects mark-up operation such that
3 evaluation of the player is increased every time a
4 match between a progression of the musical performance
5 chords and a progression of a plurality of preset mark-up
6 reference chords is found.

1 *Sub* 4. The game system of claim 3, wherein a progression
2 of the mark-up reference chords is memorized in a form
3 of a table.

1 *Sub* 5. The game system of claim 1, wherein the mark-up
2 processing device marks up the improvised musical
3 performance on the basis of musical performance timing
4 of the improvised musical performance of the player.

1 6. The game system of claim 5, wherein the mark-up
2 processing device effects mark-up operation such that
3 evaluation of the player is increased every time a
4 match between the musical performance timing and a
5 plurality of preset mark-up reference timings is found.

1 *Sub* 7. The game system of claim 6, wherein the mark-up
2 reference timings are memorized in a form of a table.

1 8. The game system of claim 1, wherein the mark-up
2 processing device marks up the improvised musical
3 performance on the basis of a progression of musical
4 performance chords and musical performance timing of
5 the improvised musical performance of the player.

1 *Sub* 9. The game system of claim 1, further comprising
2 a guidance information display device which displays
3 guidance information for the improvised musical

4 performance of the player.

1 10. The game system of claim 9, wherein the guidance
2 information display device changes the display image
3 of a performance operation instrument such that the
4 player can understand details of operation to be
5 performed in accordance with a progression in a musical
6 composition which is an object of improvised musical
7 performance.

1 11. The game system of claim 9, wherein the guidance
2 information display device displays a musical score
3 such that the player can ascertain the position of
4 an improvised musical performance in a musical score
5 of a musical composition which is an object of improvised
6 musical performance.

1 12. The game system of claim 9, wherein the guidance
2 information display device displays a correct
3 progression of chords of a musical composition which
4 is an object of improvised musical performance.

1 13. A game system which enables players to play a
2 game for evaluating accuracy of operations performed
3 when the players have operated actual performance
4 operation instruments in accordance with operation
5 instructions given for a display image of performance

6 *Sub* operation instrument appearing on a game display screen,
7 *A4* the game system comprising:

8 a mark-up processing device which marks up an
9 improvised duet musical operation which is played with
10 a degree of freedom of performance by the players through
11 use of the actual performance operation instruments
12 in accordance with performance operation instruction.

Sub B1
1 14. The game system of claim 13, wherein the mark-up
2 processing device gives a player a low evaluation when
3 a time required for playing improvised musical
4 performance played by the player fails to fall within
5 a permissible improvised musical performance time
6 preset for each player.

1 15. The game system of claim 14, further comprising
2 a mark-up result display device which displays mark-up
3 results such that each of the players can ascertain
4 mark-up results thereof through comparison.

Sub A57
1 16. A computer readable medium having recorded thereon
2 a processing program to be used for controlling
3 operation of a game system which enables a player to
4 play a game for evaluating accuracy of operation
5 performed when the player has operated an actual
6 performance operation instrument in accordance with
7 an operation instruction given for a display image

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of performance operation instrument appearing on a
game display screen, the processing program comprising:
a mark-up processing routine for marking up an
improvised musical operation which is played with a
degree of freedom of performance by the player through
use of the actual performance operation instrument
in accordance with a performance operation instruction.

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17. The computer readable medium of claim 16, wherein
the mark-up processing routine includes marking up
of the improvised musical performance on the basis
of a progression of musical chords of the improvised
musical performance of the player.

18. The computer readable medium of claim 16, wherein
the mark-up processing routine includes marking up
of the improvised musical performance on the basis
of musical performance timing of the improvised musical
performance of the player.

19. The computer readable medium of claim 16, wherein
the mark-up processing routine includes marking up
of the improvised musical performance on the basis
of a progression of musical performance chords and
musical performance timing of the improvised musical
performance of the player.

Sub B1

1 20. The computer readable medium of claim 16, wherein
2 the processing program further comprises a processing
3 routine for displaying guidance information for the
4 improvised musical performance of the player.

1 Sub B2 21. A computer readable medium having recorded thereon
2 a processing program to be used for controlling the
3 operation of a game system which enables players to
4 play a game for evaluating accuracy of operations
5 performed when the players have operated actual
6 performance operation instruments in accordance with
7 operation instructions given for a display image of
8 performance operation instrument appearing on a game
9 display screen, the processing program comprising:
10 a mark-up processing routine for marking up an
11 improvised duet musical operation which is played with
12 a degree of freedom of performance by the players through
13 use of the actual performance operation instruments
14 in accordance with performance operation instruction.

Sub B3

1 22. The computer readable medium of claim 21, wherein
2 the mark-up processing routine results low evaluation
3 of a player when a time required for playing improvised
4 musical performance played by the player fails to fall
5 within a permissible improvised musical performance
6 time preset for each player.